



TIMECOP™

INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

NEED MORE HELP?

CALL JVC'S 24-HOUR TIP LINE:

1-900-454-4JVC (USA), 1-900-451-5JVC (CANADA).

75¢ EACH MINUTE. IF YOU ARE UNDER 18, BE SURE TO GET A PARENT'S PERMISSION BEFORE CALLING. REQUIRES A TOUCH-TONE TELEPHONE AND IS ONLY AVAILABLE IN THE U.S. AND CANADA. CALL LENGTH DETERMINED BY USER. AVERAGE CALL LENGTH IS 3 MINUTES. MESSAGES SUBJECT TO CHANGE WITHOUT NOTICE.

JVC MUSICAL INDUSTRIES, INC., LOS ANGELES, CA 90068



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

STARTING THE GAME	3
CONTROLS	4
GAME MENU	5
START GAME	5
OPTIONS	5
GAME SCREEN	5
LEVELS	8



TIME WAITS FOR YOU!

AFTER STOPPING THE EVIL SENATOR AARON MCCOMB, MAX WALKER IS LIVING PEACEFULLY WITH HIS WIFE, MELISSA, AND THEIR SON, TOM.

WHILE HELPING TOM WITH HIS HOMEWORK, WALKER NOTICES A STRANGE PHOTO IN THE BOY'S SCHOOLBOOK WITH HANS KLEINDAST—THE INVENTOR OF TIME TRAVEL—STANDING NEXT TO ALBERT EINSTEIN IN 1944!

THOUGHTFULLY CLOSING THE BOOK, MAX LOOKS AROUND AND NOTICES THE APPLIANCES IN HIS HOME FEATURE A NEW LOGO: HKE: HANS KLEINDAST ELECTRONICS INC.

WALKER LEAPS INTO HIS AUTOMATIC CAR AND ORDERS THE ONBOARD COMPUTER TO TAKE HIM TO THE TIME ENFORCEMENT COMMISSION. HOWEVER, THE VEHICLE—ANOTHER HKE PRODUCT—TAKES HIM ELSEWHERE... HE IS HELPLESSLY STRAPPED IN AND WHISKED AWAY. ARMED GUARDS FINALLY SEIZE HIM AND HAUL HIM OFF TO SEE KLEINDAST.

"I STAGED MY DEMISE IN THE PROTOTYPE," KLEINDAST TELLS WALKER. "BUT I'M NOT A GREEDY MAN. BECAUSE YOU DID SO WELL PURSUING MCCOMB, I HAVE SELECTED YOU TO BE THE PREY IN MY FIRST 'MANHUNT THROUGH TIME'."

KLEINDAST EXPLAINS THAT HE HAS MODIFIED SOME GIVENS IN HUMAN HISTORY AND CREATED A NUMBER OF ALTERNATIVES TO REALITY. THROWING WALKER A TIME-CONTROL BRACELET, HE SAYS, "LET THE TIME DUEL BEGIN!" THE GUARDS SEIZE WALKER, AND HE IS THRUST INTO A TIME POD SET FOR A COLLISION COURSE WITH DESTINY!

WHAM

YOU'RE GOING TO BE WALKING BACKWARDS

STARTING THE GAME

1. TURN OFF YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM BY SLIDING THE **POWER** BAR AWAY FROM THE GAME PAK SLOT. PLUG A GAME CONTROLLER INTO YOUR SYSTEM.
2. INSERT THE *TIMECOP* GAME PAK, LABEL FACING FRONT, IN THE SYSTEM SLOT.
3. TURN ON THE SYSTEM BY SLIDING THE **POWER** BAR TOWARD THE GAME PAK SLOT.
4. WHEN THE TITLE SCREEN APPEARS, PRESS THE **START** BUTTON TO BEGIN PLAY.



CONTROLS



- MOVE:** PRESS THE CONTROL PAD **LEFT** OR **RIGHT**; PRESS **DOWN** TO CROUCH.
- UPPERCUT:** PRESS THE **LEFT** OR **RIGHT** TRIGGER.
- TO KICK:** PRESS THE **A** BUTTON.
- TO JUMP:** PRESS THE **B** BUTTON.
- TO PUNCH:** PRESS THE **X** BUTTON.
- TO SHOOT:** PRESS THE **Y** BUTTON.
- TO USE BOMB:** PRESS THE **SELECT** BUTTON.
- TO PAUSE:** PRESS THE **START** BUTTON.



GAME

GAME MENU

TO MAKE A SELECTION IN THE MAIN GAME MENU, PRESS **UP** OR **DOWN** ON THE CONTROL PAD TO SELECT AN OPTION, THEN PRESS ANY BUTTON TO MAKE A SELECTION.

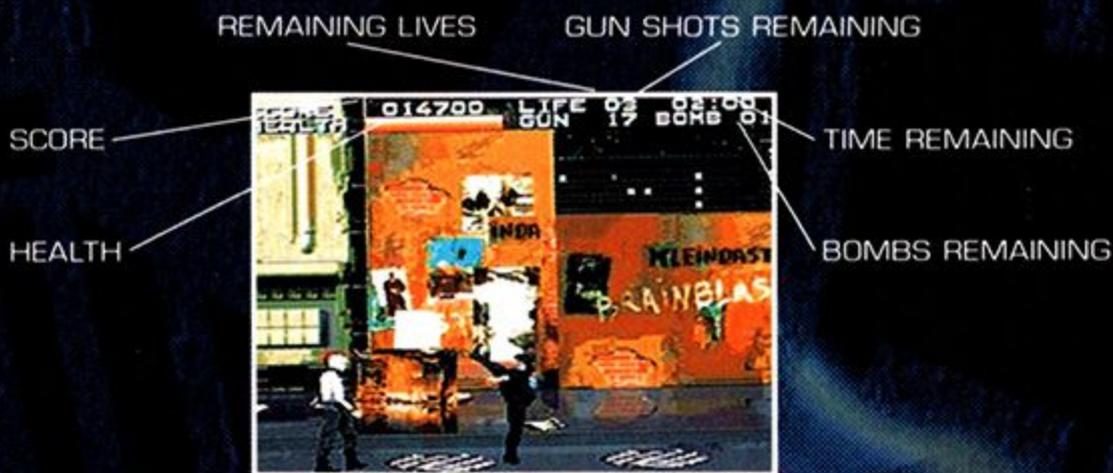
START GAME

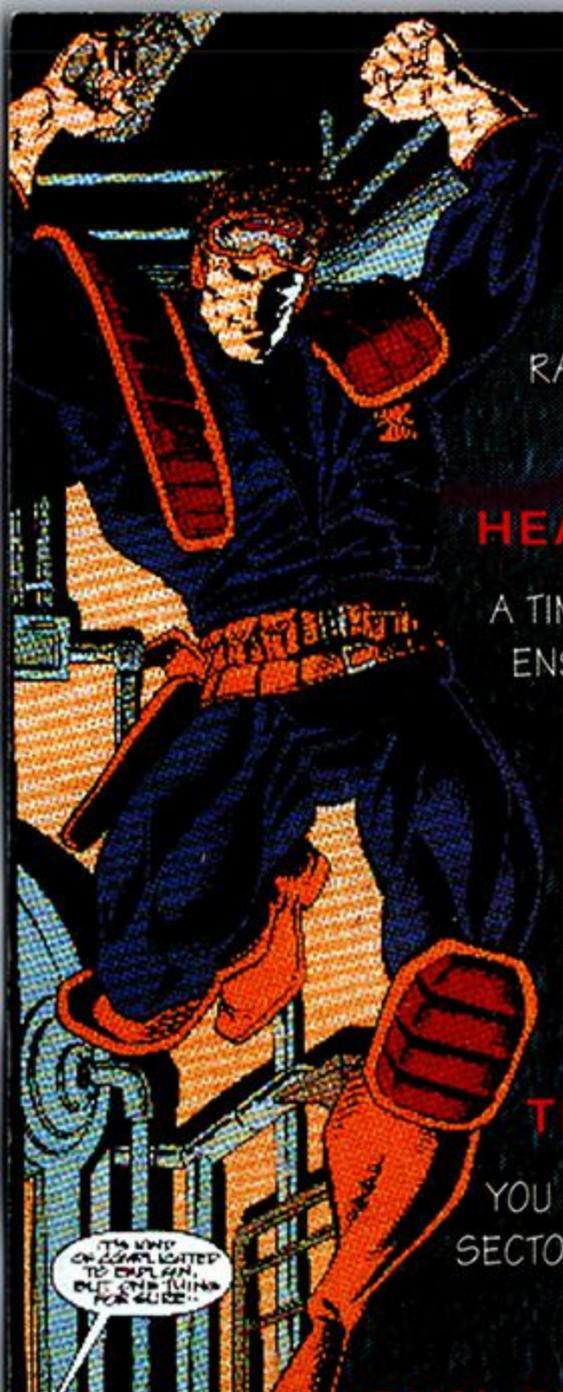
PRESS ANY BUTTON TO BEGIN YOUR TIMELESS JOURNEY.

OPTIONS

PRESS ANY BUTTON TO VIEW OPTIONS.

GAME SCREEN





SCORE

HERE'S HOW YOU'RE DOING SO FAR IN YOUR RACE AGAINST TIME!

HEALTH

A TIME TRAVELER NEEDS PLENTY OF ENERGY TO ENSURE HIS DESTINY.

REMAINING LIVES

YOU CAN USE TIME TRAVEL ENERGY TO REGENERATE.

TIMES REMAINING

YOU CAN ONLY SPEND SO MUCH TIME IN ONE SECTOR BEFORE DISINTEGRATION!

GUN SHOTS REMAINING

THIS IS HOW MANY SHOTS YOU HAVE LEFT IN YOUR PISTOL.

BOMBS REMAINING

THIS IS HOW MANY BOMBS YOU HAVE REMAINING.



WEAPONS

YOU BEGIN THE GAME WITH A STANDARD HAND GUN (AND ON SOME LEVELS, THE SUB-MACHINE GUN).

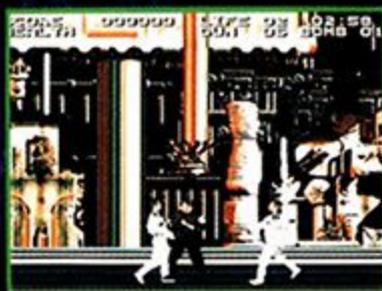
BOMB

FIRING THE POWERFUL T.E.C. RIPPLE BOMB IS RECOMMENDED ONLY IN THE MOST EXTREME CIRCUMSTANCES!

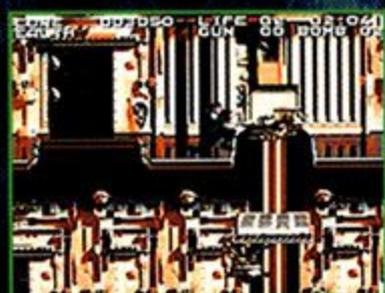


LEVELS

WASHINGTON, D.C., T.E.C. HEADQUARTERS—2005



BLAST BACK INTO THE PRESENT—AND KLEINDAST'S DARK ALTERNATE REALITY! ONCE YOU GET PAST THE SECURITY



GUARD, YOU'VE GAINED ACCESS TO THE CLASSIFIED AREA OF T.E.C. HQ...KEEP THE REMAINING

GOONS DOWN AND YOU CAN DISCOVER KLEINDAST'S SECRET PLAN FOR WORLD DOMINATION!

SAN ANDREAS BREAK, UNDER THE OCEAN—1945



KLEINDAST PLANS TO HARVEST A FORTUNE IN THE OCEAN! RARE UNDERWATER METALS ARE NECESSARY FOR PERFECTING REVOLUTIONARY NEW ELECTRONIC COMPONENTS. TO FIGHT OFF KLEINDAST'S ARMY (AND OCTOPI!) YOU MUST USE YOUR FEET AND YOUR TRUSTY PISTOL. USE YOUR SHOTS WISELY...IT'S SINK OR SWIM! TWICE BITTEN AND YOUR UNDERWATER ADVENTURE IS ALL WASHED UP.

NEW YORK CITY, WALL STREET— 1929



KLEINDAST HAS THE MOB IN HIS BACK POCKET, THEY'RE EVERYWHERE, AND THEY'RE AFTER WALKER. DRIVE-BY



SHOOTINGS ARE NOTHING NEW IN THIS VERSION OF 1929—ONE IN WHICH

KLEINDAST TRIES TO CONTROL THE STOCK MARKET AS WELL! NOT WILLING TO GIVE UP, KLEINDAST SENDS HIS

ROBOTIC DOUBLE AFTER WALKER, CHASING HIM INTO A WAREHOUSE.

LAKE DORTMUND, GERMANY—1944



KLEINDAST HAS A MASTER PLAN TO HORDE THE GERMAN'S GEM AND ART TREASURES UNTIL BENEFITING FROM THEIR PEAK VALUE IN 2005! YOUR MISSION IS TO RECOVER THE TWO TRUCKS LOADED WITH THE TREASURE

AND HAND THEM OVER TO THE ARRIVING ALLIED TROOPS.

I PLACED THE CALL & THOUGHT HE MIGHT WANT A LOOK AT HIS FUTURE...

LOS ANGELES BRAINBLAST FACTORY— 2117



WALKER GETS BLASTED TO THE ONLY PLACE HE CAN STOP KLEINDAST: HIS BRAINBLAST PRODUCTION LINE SHORTLY



BEFORE IT GOES ON THE MARKET. THERE'S A WAVE OF ROBOTS TO BATTLE BEFORE YOU FIND YOUR WAY TO



KLEINDAST'S INNER SANCTUM. SAVE YOUR ENERGY FOR THE FINAL BATTLE: YOU AND KLEINDAST IN A JET PACK DUEL HIGH ABOVE THE L.A. SKYLINE.



GAME NOTES





NOT THIS
TIME!

GAME NOTES



MCCOMB'S
DIRTY AND YOU
KNOW IT.

GIVE ME THE
RIDE AND I'LL
PROVE IT.

90 DAY LIMITED WARRANTY

JVC MUSICAL INDUSTRIES, INC. WARRANTS TO THE ORIGINAL PURCHASER OF THIS JMI SOFTWARE PRODUCT THAT THE MEDIUM ON WHICH THIS COMPUTER PROGRAM IS RECORDED IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. THIS JMI SOFTWARE PROGRAM IS SOLD "AS IS" WITHOUT EXPRESS OR IMPLIED WARRANTY OF ANY KIND, AND JMI IS NOT LIABLE FOR ANY LOSSES OR DAMAGES OF ANY KIND RESULTING FROM THE USE OF THIS PROGRAM. JMI AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTIONS, FREE OF CHARGE, ANY JMI SOFTWARE PRODUCT, POSTAGE PAID, WITH PROOF OF DATE OF PURCHASE, AT ITS FACTORY SERVICE CENTER.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE JMI SOFTWARE PRODUCT HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE JMI SOFTWARE PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITED OR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.



3800 BARHAM BLVD., SUITE 305
LOS ANGELES, CA 90068

TIMECOP™ VIDEOGAME PROGRAM © 1995 VICTOR ENTERTAINMENT, INC.

TIMECOP™ ARTWORK LOGO © 1995 LARGO ENTERTAINMENT, INC.

TIMECOP™ COMIC BOOK ARTWORK © 1995 DARK HORSE COMIC, INC. AND MARK VERHEIDEN. ALL RIGHTS RESERVED.

LARGO ENTERTAINMENT, INC. AND VICTOR ENTERTAINMENT, INC. ARE LICENSEES OF
DARK HORSE ENTERTAINMENT, INC., OWNER OF THE TRADEMARK, TIMECOP!™

PRINTED IN USA